
Subject: scripts.dll 3.4.3 is out
Posted by [jonwil](#) on Thu, 06 Sep 2007 08:38:28 GMT
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get it from <http://www.sourceforge.net/projects/rentools/>

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Subject: Re: scripts.dll 3.4.3 is out
Posted by [nopol10](#) on Thu, 06 Sep 2007 08:45:58 GMT
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The "projects" in your link is spelled as "projets".

Subject: Re: scripts.dll 3.4.3 is out
Posted by [saberhawk](#) on Thu, 06 Sep 2007 09:09:02 GMT
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<http://4camp.net/scripts343.exe>

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Jerad2142](#) on Thu, 06 Sep 2007 12:53:27 GMT
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jonwil wrote on Thu, 06 September 2007 02:38 get it from

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http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=56768&release_id=537554

And I will soon be releasing all my scripts in one big file, as I can now compile scripts.dll.

Subject: Re: scripts.dll 3.4.3 is out
Posted by [IronWarrior](#) on Thu, 06 Sep 2007 13:53:58 GMT
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Nice.

Subject: Re: scripts.dll 3.4.3 is out
Posted by [R315r4z0r](#) on Thu, 06 Sep 2007 19:37:17 GMT
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Jerad Gray wrote on Thu, 06 September 2007 08:53jonwil wrote on Thu, 06 September 2007 02:38get it from <http://www.sourceforge.net/projects/rentools/>

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So your going to be the new script guy in the place of Johnwil's absence?

Subject: Re: scripts.dll 3.4.3 is out
Posted by [IronWarrior](#) on Thu, 06 Sep 2007 21:08:50 GMT
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Game-Maps.NET - Scripts 3.4.3.exe

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Gen_Blacky](#) on Thu, 06 Sep 2007 21:40:10 GMT
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when u releasing your scripts jeard, or u gonna make your own scripts version since jon will is leaving

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Jerad2142](#) on Thu, 06 Sep 2007 21:57:49 GMT
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Gen_Blacky wrote on Thu, 06 September 2007 15:40 when u releasing your scripts jeard, or u gonna make your own scripts version since jon will is leaving
That is what he requested, but they will still replace his, the zip file will just be call JMGScrips 1.0 or something like that (but I will organize all the files better for you guys).

Subject: Re: scripts.dll 3.4.3 is out
Posted by [R315r4z0r](#) on Thu, 06 Sep 2007 22:26:34 GMT
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When you say replace, does that mean that all the scrips that were added in scripts.dll will be removed, and yours would be added?

Subject: Re: scripts.dll 3.4.3 is out
Posted by [=HT=T-Bird](#) on Thu, 06 Sep 2007 22:48:07 GMT
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Also, who will take over the reigns when it comes to bhs.dll? It is still lacking some stuff; although it might be possible to scrap it and merge together a partial set of Renegade classes for scripting use.

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Cat998](#) on Fri, 07 Sep 2007 01:17:11 GMT
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lol I don't think he is removing all the scripts, why should he do that ??

is jonwil really leaving ? He just said that he doesn't know anything that he could put in a next version at this point of time.
And if he really stops working on it, then there will be someone for sure who picks his work up. For example I would like to see see the scripts stuff and the API stuff splitted, and the API stuff moved to a new dll, that gets called at startup of FDS.

At least no one has to worry that there won't be any releases anymore of scripts.dll or maybe a new dll that is based on scripts.dll

Subject: Re: scripts.dll 3.4.3 is out
Posted by [R315r4z0r](#) on Fri, 07 Sep 2007 01:22:05 GMT
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I don't mean purposely remove the scripts. I was curious if by him giving us his scripts, would he be able to combine it with the current scripts, or would he have to over write the scripts we have now.

Subject: Re: scripts.dll 3.4.3 is out
Posted by [R315r4z0r](#) on Fri, 07 Sep 2007 02:53:31 GMT
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I tried to load my map, but it crashed!

It told me that it left a crashdump file in my Renegade folder. I got it, and tried to upload it... but the forums say it is too big of a file. So I rared it and I'll give you a link to filefront to download it.

<http://files.filefront.com/crashdump20070906+224315rar/;8495974;/fileinfo.html>

Subject: Re: scripts.dll 3.4.3 is out
Posted by [saberhawk](#) on Fri, 07 Sep 2007 03:04:13 GMT
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He hasn't given up on scripts.dll, he just has C&C3 projects to take care of...

Personally, I'm working on shaders.dll stuff for when the next full release comes along

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Gen_Blacky](#) on Fri, 07 Sep 2007 03:23:02 GMT
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good to know ^

Subject: Re: scripts.dll 3.4.3 is out
Posted by [=HT=T-Bird](#) on Fri, 07 Sep 2007 11:52:23 GMT
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But, who is taking care of bhs.dll in the meantime?

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Cat998](#) on Fri, 07 Sep 2007 12:18:59 GMT
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=HT=T-Bird wrote on Fri, 07 September 2007 13:52 But, who is taking care of bhs.dll in the meantime?

bhs.dll is part of the scripts.dll package...

Subject: Re: scripts.dll 3.4.3 is out
Posted by [=HT=T-Bird](#) on Sat, 08 Sep 2007 11:20:46 GMT
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Yes yes Cat, but it's full of gory engine stuff (basically, should we scrap the engine-call system that it uses in the near future in favor of direct usage of reneclases, or should we keep bhs.dll as-is and allow people to mix-in reneclases from other sources?)

Subject: Re: scripts.dll 3.4.3 is out
Posted by [KatzSmile](#) on Sat, 08 Sep 2007 13:42:34 GMT
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New Version of my HUD attached on this post =)

And this is FIXED version of scripts3.4.3

<http://rapidshare.com/files/54230520/scripts343fixed.zip.html>

New HUD required ONLY this version

File Attachments

1) [new_hud.zip](#), downloaded 186 times

Subject: Re: scripts.dll 3.4.3 is out
Posted by [Cat998](#) on Sat, 08 Sep 2007 13:44:30 GMT
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no, we should wrap every single engine call into our plugin manager, so there are no direct calls or memory access anymore.

And then we could also write a wrapper class for creating console commands, as there is not really a reason anymore to now allow people to create them.

Subject: Re: scripts.dll 3.4.3 is out
Posted by [KatzSmile](#) on Sat, 08 Sep 2007 14:48:30 GMT
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Sorry.. previews link is incorrect and no contain fixed sources =)

mirror1:
[scripts343fix.zip](#)

mirror2
[scripts343fix.zip](#)

Subject: Re: scripts.dll 3.4.3 is out
Posted by [saberhawk](#) on Sat, 08 Sep 2007 16:49:22 GMT
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Mad Kitten: What exactly is different? From what I see, you are making the X position be read from the Y coordinate in hud.ini which is not really a fix for anything...

Subject: Re: scripts.dll 3.4.3 is out

Posted by [PaRaDoX](#) on Sat, 08 Sep 2007 19:22:22 GMT

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changed one letter of code and suddenly it's a "fixed" scripts.dll? get over yourself.

Subject: Re: scripts.dll 3.4.3 is out

Posted by [Genesis2001](#) on Sat, 08 Sep 2007 19:30:27 GMT

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jonwil wrote on Thu, 06 September 2007 02:38get it from

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Does this mean that the problem I was having is fixed now?

Subject: Re: scripts.dll 3.4.3 is out

Posted by [KatzSmile](#) on Mon, 10 Sep 2007 03:54:13 GMT

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Anyone does read readme19.txt ?!

=====
Jayrun's HUD fixes
=====

Fixes:

- HUD hook will now correct work with vehicles.
- Fixed Quad XPos, Quad YPos swap

Known troubles:

- With negative values of Quad YPos you values must be increased of 256 (ex.-128 must be -384)
 - Set HealthBarStyle=1 to enable a bar similar to the renegade shield strength bar
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 - If HealthBarStyle (ShieldBarStyle) not presented in hud.ini bar style will be similar to the renegade health bar
-

Subject: Re: scripts.dll 3.4.3 is out

Posted by [saberhawk](#) on Mon, 10 Sep 2007 07:44:26 GMT

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Yeah, BUT the X/Y behavior was fixed already and you "fixing" it again actually broke it

Subject: Re: scripts.dll 3.4.3 is out

Posted by [KatzSmile](#) on Mon, 10 Sep 2007 08:02:52 GMT

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FIXED?! Who?

I do not see in the source this fixes before!

And this is not release! This is just fix!

Anyway i did it, you like it or not!

Subject: Re: scripts.dll 3.4.3 is out

Posted by [saberhawk](#) on Mon, 10 Sep 2007 09:15:52 GMT

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I'm one of the maintainers of the "official" scripts.dll codebase, so I'm always hunting out "fixes". That particular bug's fix was checked in by jonwil at 1:53:10 AM PST, Friday, June 08, 2007, and what you did undid the fix.

Subject: Re: scripts.dll 3.4.3 is out

Posted by [JohnDoe](#) on Mon, 10 Sep 2007 11:37:45 GMT

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Saberhawk, what's the progress with shiny SBH stuff?

Subject: Re: scripts.dll 3.4.3 is out

Posted by [saberhawk](#) on Mon, 10 Sep 2007 20:47:22 GMT

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That screenshot was actually of stuff written for APB being tested in Renegade. I'll be writing another version for Renegade shortly after I finish the refraction class shader system which consists of multiple object and scene shaders, plus a controller and a whole bunch of other fun stuff.
